

Richard O'Brien's

# THE ROCKY HORROR SHOW

**Don't Dream It, Play It!**

For Commodore® 64™ and 128™  
and Apple® II Series Computers

*Electric  
Dreams®*

*Electric Dreams* is a new software group dedicated to finding the best in entertainment software from around the world and bringing it to America.

*The Rocky Horror Show* computer game is based on the hugely successful stage play by Richard O'Brien. The play was first produced in England and inspired the making of *The Rocky Horror Picture Show*, a film which has enjoyed tremendous cult status in the United States for over ten years. This computer game was first designed, marketed, and distributed in the United Kingdom by CRL for the Sinclair Spectrum computer.

This version of *The Rocky Horror Show* was produced by Jim Charne.

The graphics were done by Jersey Cow Software.

The music is by Richard O'Brien.

The Apple II Series version of *The Rocky Horror Show* was developed by Mark Nichols, with graphics by Jersey Cow Software.

This manual was written by Alison F. Levy; editorial management by Steven Young.

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**Janet:** What's happening here? Where's Brad? Where's anybody? If only we hadn't made this journey — if only the car hadn't broken down — if only we were amongst friends or sane persons.

**Narrator:** "If" and "only" — two small words — words that kept repeating themselves again and again in Janet's thoughts. But it was too late to go back now. It was as if she were riding a giant tidal wave, it would be folly to fight against it — her only chance would be to ride it out — *adapt* — and perhaps also — survive.

The logo for "The Rocky Horror Show" is displayed in a stylized, jagged, black font. The words "THE", "ROCKY", "HORROR", and "SHOW" are stacked vertically. Each word has dark, dripping shadows or highlights at the bottom, giving it a jagged, dripping effect. The font is bold and blocky.

**"...It's astounding — time is fleeting  
Madness takes its toll..."**

A flat tire and a stormy night have brought you and your fiance to the Frankenstein Place, home of the evil doctor Frank N. Furter and his fellow Transylvanians. You begin to sense that you're in no ordinary roadside castle, however, when your many requests to use the phone are rudely ignored. Just as the two of you are about to leave, Dr. Frank N. Furter himself appears and makes it very clear that he would like you to stay. Judging by his unconventional attire, you would rather decline the invitation. Tough luck. Frank won't take no for an answer and turns your beloved into stone with his diabolical Medusa machine. Since you cannot leave without your loved one, you must find a way to unfreeze him or her. This can only be accomplished with the De Medusa machine, which Frank has dismantled and scattered about the castle. You must find all the pieces of the machine, put it back together, and escape with your revitalized sweetheart before the castle turns into a spaceship and takes off for Transylvania.

## **“...But listen closely — not for very much longer...”**

You'll need three things to play *The Rocky Horror Show*: a computer, a joystick, and a sense of humor (optional but recommended). You will also need to decide if you'd like to be Brad Majors, the all-American hero, or Janet Weiss, the all-American heroine. Start thinking about that now, because it's a big decision you'll have to face. While you're pondering your gender choice, here's how to load the game:

### **Apple II® Series**

1. Insert the game diskette in your disk drive, label side up.
2. Turn on your computer, disk drive, and monitor.

### **Commodore 64™**

1. Turn on your disk drive and insert the game diskette, label side up.
2. Turn on your computer and TV or monitor.
3. Type **LOAD“\*”,8,1** and press **Return**.
4. Plug your joystick into Port #2.

### **Commodore 128™**

1. Turn on your disk drive and insert the game diskette, label side up.
2. Hold down the **C =** key while turning on your computer.
3. Turn on your TV or monitor.
4. Type **LOAD“\*”,8,1** and press **Return**.
5. Plug your joystick into Port #2.

Now you must make the big decision. When instructed to do so, press **B** or **J** to be Brad or Janet, and to begin the game. Press the joystick button or the spacebar to enter the castle (at your own risk).

You're in the front room of the Frankenstein Place. At the bottom of the screen are the time clock (you have approximately 25 minutes in Earth time) and a blank box which will display your progress as you reconstruct the De-Medusa machine. At the right edge of the screen is a thermometer which indicates the temperature in the freezer (more on that later).

## **“...I’ve got to keep control...”**

Such joy is a joystick. Here’s what it can do for you:

To move your character, just point your joystick in the direction you want to go. Press the joystick button to pick up pieces of the machine, keys, and clothes. You can pick up only one key and machine piece at a time. The joystick button is also used to put pieces into the De-Medusa machine and to deactivate laser beams around the house.

## **“...It’s just a jump to the left...”**

In order to find all the pieces of the De-Medusa machine, you’ll have to do a great deal of traveling throughout the Frankenstein Place. Be sure to explore every room; you never know what you’ll find. An important room to locate is the theatre, because that’s where your petrified lover is hidden and where you’ll be building the De-Medusa. Remember, you can carry only one machine piece at a time, so you must always return to the theatre and drop off each piece before picking up another one.

The elevator is a convenient means of transportation. On the Commodore version, pull the joystick towards you *before* the door opens to exit the elevator.

As in any other “normal” house, you need a key to get through a locked door. There are keys available for every room, so just pick them up as they appear. Once a door is open, a key is no longer required for entrance. Any key will open any door.

## **“...Let’s do the time warp again...”**

There are some strange characters wandering around the Frankenstein Place. Since you’ll inevitably run into them quite often, it may be helpful to know who they are:

**Riff-Raff** is a manic-depressive butler with a laser gun. The beam emitted from his gun is composed of pure Anti-Matter and kills instantly. It’s advisable to avoid him, since he can be extremely unpredictable in choosing a target; it could very easily be you.

**Magenta** is Riff-Raff's sister. They're very close and don't take kindly to strangers. She has a Bride-of-Frankenstein hairdo which she is very proud of. Magenta is the housekeeper, so don't make a mess when she's around.

**Columbia** is a high-strung groupie who sees the world through rose-tinted glasses. She tends to be friendly and a bit frantic.

**Dr. Frank N. Furter** is engaged in the harmless pursuit of absolute pleasure. Or so he says. He's actually a mad scientist who tends to be a bit self-centered. Fortunately for you, he's in his bathrobe.

**Rocky Horror** is Frank's creation. You'll have the pleasure of witnessing his birth. He is basically harmless.

**Eddie** is one of Frank's failed experiments — a motorcycle meanie with a penchant for rock-and-roll. Eddie is suspended in the deep freeze upstairs, but when the temperature reaches the melting point, he'll de-frost and come tearing out on his motorcycle. You must either get up to the freezer in time to prevent Eddie from thawing or avoid a speeding motorcycle. Eddie is Columbia's boyfriend.

### **“...In another dimension — With voyeuristic intention...”**

These Transylvanians have very nasty habits and a sick sense of humor. They'll do whatever they can to make things difficult for you. Their favorite trick is to bump into you and steal your clothes. Watch out, because once you're in your underwear, you're helpless. You must find your clothes and put them back on before you can continue the game. Running around the castle in your underwear will also expose you to some humiliating remarks from the crude and insensitive Transylvanians.

### **“...Nothing can ever be the same...”**

There are various danger spots in the castle, but if you're smart, you can find your way around them. You have only one life in *The Rocky Horror Show*, so use it wisely and *be careful!* The game will start over automatically if you are killed or run out of time, so you always have another chance to switch gender and try again. If you are just too exasperated to go on and want to start over, just turn off your computer and reload the game according to the instructions.

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